

GREENVILLE RECREATION AND PARKS DEPARTMENT

2009-10 ADULT BASKETBALL LEAGUES

High school rules will be followed with the below additions, exceptions, and/or modifications:

1. GAME TIMES / FORFEITS

Game times are 7:00, 8:00, 9:00 and 10:00 PM. **There will be a 5 minute grace period for all games.** Once there are 5 eligible the game must begin. If a previous game causes delay of starting a game: **Teams must have 5 eligible players ready to start at the conclusion of the previous game.** This means that teams must be on the court ready to start, not just driving into the parking lot or in the bathroom getting dressed.

ALL GAMES WILL BE FORFEITED IF A TEAM DOES NOT HAVE ENOUGH PLAYERS AT GAME TIME!!

Each game will consist of twenty minute halves and a five minute half time. The clock will not stop except for timeouts and until the last 2 minutes of each half. Each team is allowed two (2) sixty (60) second timeouts per half. There are NO 20 SECOND timeouts. There will be NO carryover timeouts from the first half to the second half. Timeouts not used in the second half may be carried over to overtime with one additional timeout given to each team at the beginning of overtime. Overtime periods will be three minutes each.

2. REGULAR SEASON/ TROPHIES

The regular season will consist of 12 games. There will be a pre-season and post-season tournament. Plaques will be awarded to the 1st place finisher in the pre-season tournament only, and the 1st and 2nd place finishers in each division for the regular season and post-season tournament. If there is a tie for 1st in the regular season, teams will be co-champions and both will receive a 1st place plaque. Ties in the regular season will be broken by head to head competition. If there is still a tie after that, a coin toss will determine the higher seed in the post-season tournament.

3. BONUS AND DOUBLE BONUS

The one and one foul shots begin on the 7th foul per half. Double bonus two shot fouls will take place on the 10th foul of the half.

4. DUNKING AND SLAPPING THE BACKBOARD

There will be absolutely **NO DUNKING!!!!** The penalty for dunking will be an unsportsmanlike technical foul and the basket will be disallowed, and the player will be immediately removed from the game. Intentionally slapping the backboard will also be considered an unsportsmanlike technical foul and will result in immediate disqualification from the game. (See unsportsmanlike technical foul)

5. MERCY RULE

Anytime during the last 2 minutes of the game a team falls behind 20 points or more, the game is immediately over.

6. LEGAL BASKETBALL NUMBERS

All members of a team must have shirts the same color with **legal basketball numbers on front and back.** All uniforms must be **complete by the beginning of the first game** or that player or players will not be allowed to play unless cleared by the Recreation and Parks Department's Athletic Director.
(0, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55) .

7. TEAM AREAS / SUBSTITUTIONS

All personnel on the bench must remain seated. All team players/coaches are required to use benches designated for each team. Any player checking into the game must report to scorer's table before entering the game. Only the coach or team captain can approach any official. (That includes official scorekeeper).

8. TECHNICAL FOUL FOR UNSPORTSMANLIKE CONDUCT

Penalty: Should any player/coach receive 2 technical fouls for unsportsmanlike conduct in a game, that player is ejected immediately at that point and he/she is required to leave the gym promptly, ("2" minutes), and that player/coach will not be allowed to be present at their team's next three games or may be suspended indefinitely from all GRPD programs and facilities pending a review by the Athletic Staff. Any player/coach receiving two ejections during the season will be immediately suspended from playing the remainder of the season or may be suspended indefinitely from all GRPD programs and facilities pending a review by the Athletic Staff. Managers are responsible for seeing that a player receiving 2 unsportsmanlike technical fouls leaves immediately. If not, the game could be forfeited. An unsportsmanlike technical foul includes, but is not limited to, acts or conduct such as disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment, or using profanity before, during, or after a game. **(Anyone in the team bench area will be considered a member of the team.)** **MODIFIED 12/29/2008!!!**

MANAGERS ARE RESPONSIBLE FOR SEEING THAT A PLAYER RECEIVING AN UNSPORTSMANLIKE TECHNICAL FOUL LEAVES IMMEDIATELY!! IF NOT THE GAME COULD BE FORFEITED.

9. ADMINISTRATIVE TECHNICAL FOULS

Should any player/coach receive a **administrative technical foul(ex. wrong number on jersey, not checking in at the scorers table, not having name in score book)** it will be reviewed by the Athletic Staff. Administrative technical fouls do not count towards ejection from a single game or permanent removal from the league.

10. ROSTERS / CODE OF CONDUCT

Each team's roster must be complete by January 2nd; additions after this date will be allowed only in the special case when a team has less than "5" eligible players remaining on roster, and must be approved by the League Director 24 hours before a game. **A "Code of Conduct" contract must be signed by both player and manager and must accompany each registration form.** A team's roster must not exceed 15 players. Each team must return registration forms and "Code of Conduct" contracts **NO LATER THAN January 7th. After January 5th there will be no switching of teams or leagues for the entire season.** If an ineligible player is found on a team, the team will forfeit that game and any previous games that player participated in and the ineligible player will be removed from the league.

11. THREE FORFEITS

A team that has three forfeits for the season will be out of the league. No player on a team that has forfeited out of the league will be allowed to be picked up by other teams in any recreation league.

12. ALCOHOLIC BEVERAGES / DRUGS

Alcoholic beverages/drugs will not be allowed at any time on City property or property used by participants of the recreation program. If in the opinion of the officials, the league director, or any gym supervisor, a player has been drinking or is under the influence of drugs and is not removed from the game after notifying his manager of such, the game will be forfeited. When a player is known to be intoxicated, he/she must leave the gym - this is each manager's responsibility.

13. RESIDENT / NON-RESIDENT

All players must maintain permanent residence in Greenville or Pitt County. Participants who reside outside the Greenville city limits must pay a non-resident fee. A player must be 16 years or older.

**** ATTENTION!! ****

14. WEAPONS!!!

ANYONE that has **possession or threatens the use of a weapon** on Greenville Recreation and Parks Department properties and facilities or property used by participants of Recreation Programs will be **suspended indefinitely** from all G.R.P.D. programs and facilities

15. THREATS!!!

ANYONE WHO THREATENS Greenville Recreation and Parks Department personnel or staff, officials, participants, coaches, or fans will receive a **minimum of one year suspension from all programs and facilities.**

16. IDENTIFICATION (I. D.) REQUIRED!!

IDENTIFICATION (I.D.) REQUIRED!! All participants will be required to show a valid picture I.D. upon request by G.R.P.D. staff. Failure to provide valid identification will result in that participant being ineligible to participate.